

The Diplomacy Tribune^{©1990}

Volume 2

January 1990

Number 10

Here we are in 1990, the start of a new decade, the last in this millenium (mind boggling, isn't it?)

Since this is a new year, I've decided the Trib will begin a new Volume, keeps everything nice and neat. I'm also keeping the deadline at the end of the month, yes I know that makes January a short month, but the splint seasons make up for it.

This issue contains rules for a Dip variant by *Lawrence Cronin* called *Perestroika Diplomacy*, or for those without television *Investment Diplomacy*. Also you'll find the most up-to-date version of the house-rules for games in the *Diplomacy Tribune*. Why? because it's January, and because since they were last published I've picked up some new subscriptions and began a new game, everyone should be kept up-to-date. What about the promised questionnaire? Well I wasn't too pleased with it, so I'll send it out in February after I've worked on it some more.

France

France in Diplomacy is uniquely blessed with two virtually uncontested supply centers for early expansion (Spain and Portugal), reasonably defensible borders and the ability to build and swing fleets from the Atlantic to the Mediterranean and vice-versa. As a result, France is probably the second best country to play in Diplomacy (the first being Russia, with an extra home center and easier inland access).

Generally speaking, the French player should initially concern himself with his neighbors to the north, England and Germany, usually allying with one against the other. Italy should be persuaded to move east initially, a task made

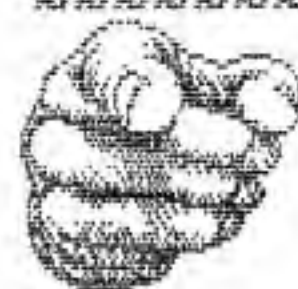
easier by the glacial speed of an opening Italian attack on France. The choice of allies between England and Germany is not a clear one; it depends upon the circumstances.

An English ally against Germany is likely to be faster moving and more profitable initially. Furthermore, an early breakthrough of French armies to the east can be crucial in obtaining an eventual winning advantage. On the negative side, England almost always ends up with quite a few fleets, fleets which have nowhere to go but south after Germany and Scandinavia have been cleaned up. So if allied with England initially, count on fighting her sooner or later. One of the best attacks is a fleet move to the North Atlantic followed by a convoy to Clyde (or Liverpool) while the home island is relatively undefended. A German ally against England can eliminate some of the mid-game problems described above. France, swinging fleets against Italy in the Mediterranean at first opportunity; and Germany, moving armies into Austria and Russia, can expand in the mid-game in a quite complimentary fashion for some time. Furthermore, if France leaves a fleet or two in the north, a certain advantage may be maintained for the eventual conclusive battle which must be fought. On the negative side, England is not that rich a prize to begin with and units must be turned around to attack other targets of opportunity.

For initial orders, a very standard set is;

F Bre-Mid, A Par-Bur, A Mar S A Par-Bur
(or A Mar-Spa).

The key points of possible attack are Eng (by England), Bur (by Germany) and Pie (by Italy). This opening gives the options to cover any or all of them and still pick up a build (from Spain). Under less drastic circumstances it should be possible to take both Spain and Portugal and with favorable conditions, a shot at Belgium (or Munich) may be considered as well.



The Trib wants your Mug!
send your picture in TODAY!

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'ABE'

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Fall '03

*FRANCE:

F ECH RETREAT

BRE or WAL

OR

Disband?

□ - Army

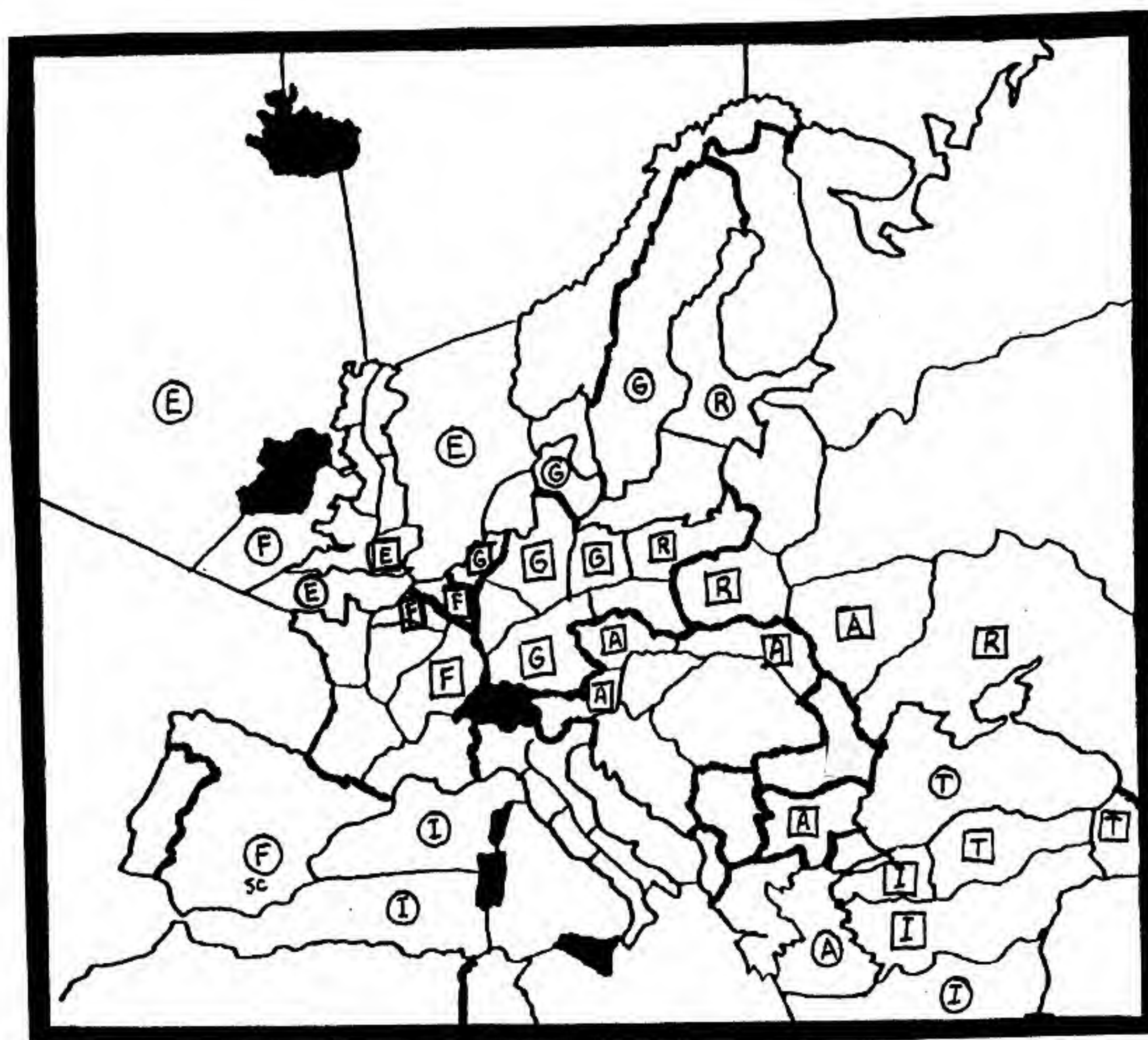
○ - Fleet

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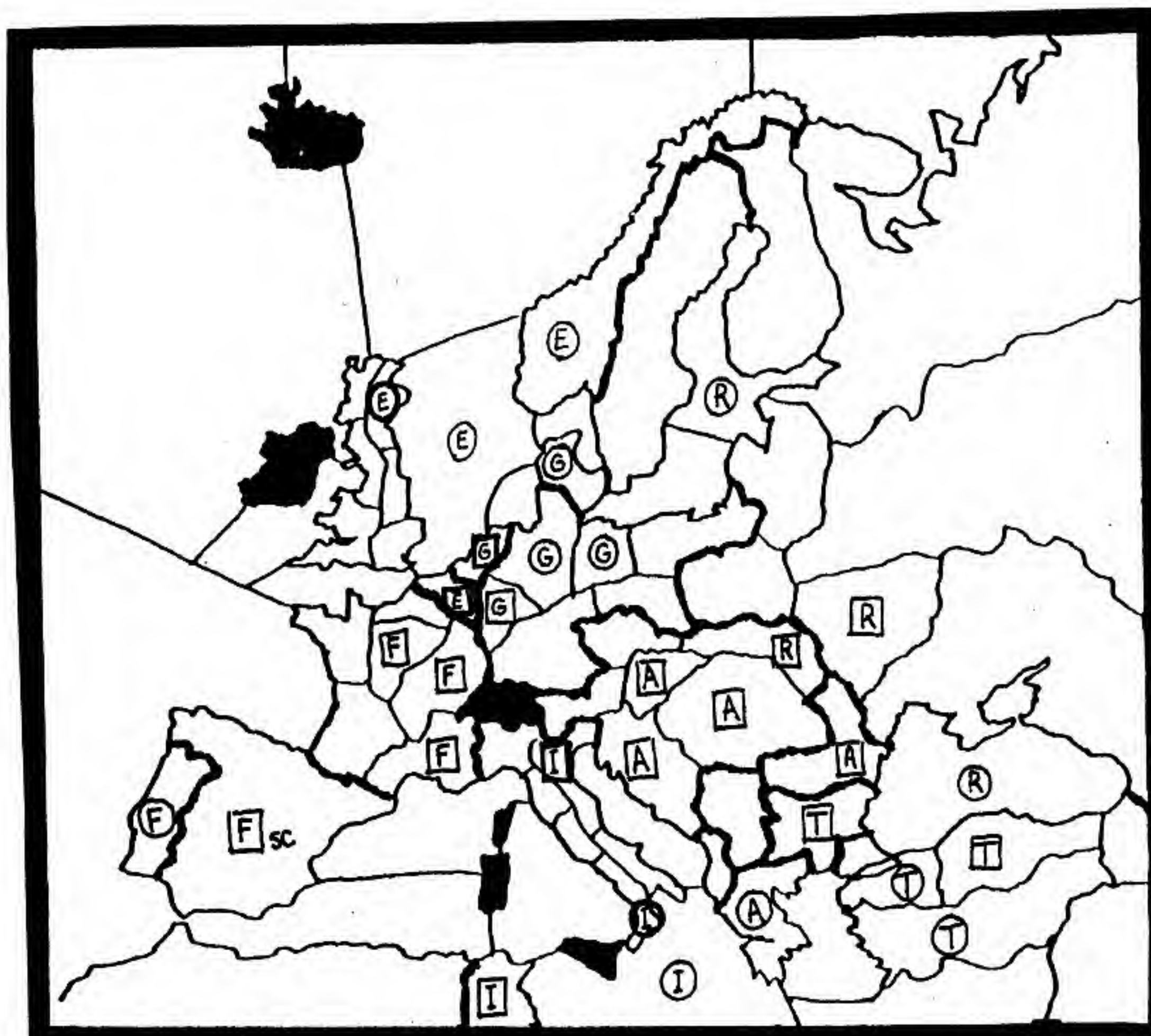
'BARB'

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WINTER '01



Due Next: Winter Adjustments



Due Next: Spring '02 moves

Fall 1903 Moves

The Moves

England (Lachcik): A Lon-Hold, F Nao-Mao,
 F Nts-S F Iri-Ech, F Iri-Ech
 Germany (Armstrong): A Hol-S (Fr) A Bel, A Kie-S A Ber,
A Mun-S A Ber, A Ber-S A Mun,
 F Bal-Swe, F Den-S F Bal-Swe
 Russia (Green): A Pru-S A Sil-War, A Sil-War,
 A Ukr-Sev, F Gob-Swe
 Turkey (Weiss): A Ank-Smy, A Arm-S A Ank-Smy,
F Bla-Con
 Austria (Diehl): A Tyr-S A Boh-Mun, A Bul-S (It) A
 Con, A Gal-War, A Rum-Ukr, A Boh-Mun,
 F Aeg-S (It) A Smy
 Italy (Santella): A Smy-S A Con, A Con-S A Smy,
 F Tun-Wme, F Eme-S A Smy, F Tys-Gol
 France (Sweeney): A Pic-S A Bur, A Bel-Lon,
 A Bur-S (Ge) A Mun, F Ech-S Mao-Iri,
 F Mao-Iri, F Spa(sc)-Mao

Board Status

England: A Lon, F Nts, F Ech, F Nao 4/4 (0)
 Germany: A Kie, A Ber, A Mun, A Hol, F Den, F Swe 6/6 (0)
 Russia: A War, A Pru, A Sev, F Gob 4/4 (0)
 Turkey: A Arm, A Ank, F Bla 3/1 (-2)
 Austria: A Tyr, A Boh, A Gal, A Ukr, A Bul, F Aeg 6/7 (+1)
 Italy: A Smy, A Con, F Eme, F Wme, F Gol 5/6 (+1)
 France: A Bel, A Bur, A Pic, F Iri, F Spa(sc), F ??? 6/6 (0)

Press

Armenia to Europe: I propose an Austrian/Italian concession.
 If you vote no, try some alliances with eac other.
 Armenia to "The Amazing Alliance" And now you want me to
 pick up the check for dinner in Tehran!
 Ger-AH: You missed a golden opportunity to stab Russia last
 turn; you would be in Moscow now. If you allow Russia to
 get back on it's feet, miss the series of opportunities for
 a good stab, and later get caught between a Russo-Italian
 vice it will almost be too sad to laugh at.
 Ger-Rus: Your NMR was a present to Chancelor Beethoven on his
 birthday, perhaps?
 [hint, maybe it was John's B-Day? hint, hint:gm]
 Switerland-Baltimore: The Swiss Editor salutes the Trib
 publisher for always producing a timely and well written
 newsletter. Bravo on your editorial on "filler."
 Aus-Ger: Yes, we agree Austria warring with all it's
 neighbors is not a good idea. Now that Austria has narrowed
 its scope of action, I imagine the Mighty Kaiser is still
 not satisfied with Austrian mobilizations!
 Aus-Eng: Hang in there! Relief is only a season away!
 Aus-Rus: Rumor has it that the Tsar's NMR was due to the
 Tsar's necessity of playing Santa Claus in a Moscow
 department store.

Winter 1901 Adjustments

Board Status:

England (Sweeney): A Bel, F Nts, F Nor, F Edi
Germany (Diehl): A Ruh, A Hol, F Den, F Kie, F Ber
Russia (Renner): A Gal, A Ukr, F Gob, F Bla
Turkey (Schultz): A Bul, A Ank, F Con, F Smy
Austria (Wiess): A Rum, A Tri, F Gre, A Bud, A Vie
Italy (Kays): A Tun, A Ven, F Ion, F Nap
France (Reid): A Spa, A Bur, F Por, A Mar, A Par

Note: Mr. Macciocca has been replaced by Richard Renner whose address is at the back of the issue with the others.

Press:

Harpso to Limey: Welcome to the continent. This is a bit earlier than I had expected, but have a seat and what would you like to drink?

Harpso to Sultan: Thanks for the help. May we prosper through eternity.

Aus to Ita: Believe me, I'm done knocking on Venice's door; enjoy the Frogs.

Aus to Fra: Your hand writing is illegible. Was that I get Ven + Rum & you get Tun + Nap, or the other way around?

Tur to Den: Bet you wished you'd taken a chance now! Anyway, good luck against the Briench Alliance. Sure looks like they want you.

Turkey to all: Happy belated Holidays!!

A Top Secret deal has been made between France and Germany; believe it or not!

Due next: Spring 1902 Moves

House Rules
for Diploamcy Games Played in The Diplomacy Tribune

January 1990

I. Rules Edition

- A. Games will follow the rules for the game as found in the **Second Edition Rule** book, dated February 1982, by Avalon Hill.

II. Seasons

- A. Separate seasons for retreats will be used as deemed necessary by the GM in order to keep the players as up to date as possible on the board status.
- B. Unless no Great Power has adjustments to make, there will always be a "Winter Adjustments" season.
- C. The board status will be shown for the Spring, Fall and Winter seasons, unless a major changes due to retreat orders and/or conflicting retreats merit a separate Summer or Autumn board status.

III. Deadlines

- A. The deadline for all games each month will be the last day of that month, unless otherwise stated in The Diplomacy Tribune. Deadlines will also be printed near the game status as a reminder.
- B. Orders **must** be received by the deadline to be valid. Missed deadlines constitute a NMR (No Moves Received) and count against the player under HR VI.
- C. In the event of a missed deadline the player's units will be handled as outlined under HR VI.
- D. The latest **dated** set of orders **received by the deadline** are those that will be acted upon, unless stated otherwise by the controlling player.

IV. Orders

- A. Written orders **must** contain;
1. Your name
 2. The game i.d. (Boardman #, TRI#, or name)
 3. The Great Power you are playing
 4. The season & year
 5. Your orders, retreats, etc.

January 1990

House Rules
for Diploamcy Games Played in The Diplomacy Tribune

If your orders are machine printed (ie typewriter, printer, fax, etc.) they must also contain your Account-Code.

- B. Orders that do not contain the above information will be considered invalid and treated as NMR unless a prior or later set of orders are received that meet the requirements of A. above.
- C. Abbreviations in orders accepted are those outlined in the **Second Edition Rules**, those on page 3 of The Gamer's Guide to Computer Diplomacy, or the **full-name** of the space in question.
- D. In all other respects, orders submitted must conform to rule VII,7 of the Second Edition Rules.
- E. Orders may be submitted by telephone between 6pm and 10pm week-nights, and between 9am and 11pm week-ends. The GM is not responsible for orders not spoken directly to him.
No Collect calls will be accepted.

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- F. Orders may be submitted via Electronic Mail 24 hours a day on the following Bulletin Board Systems;

Modem Ready The Airport The Scrapboard
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V. Move Results

- A. Move results will follow the following general format:

Country (Player): Moves, <u>Failed Moves</u>	
Country	- The name of the Country
(Player)	- The player's name
Moves	- Successful moves
<u>Failed Moves</u>	- Unsuccessful moves

- B. Move results will always be printed in The Diplomacy Tribune.

House Rules
for Diploamcy Games Played in The Diplomacy Tribune

VI. NMRs

- A. If a player fails to meet a deadline or to submit orders at all, his units will stand-in-place. A standby will be notified to submit orders for the next move.
- B. If a player NMRs a second time, the standby will permanently take over the country in question.
- C. If the player does not respond by the third posted deadline, then his/her subscription is forfeit and it's remainder and all game fees paid are lost.

VII. Game Ending

- A. A game will end when one of the following is met;
 - 1. One player controls 18 supply centers at the end of any Fall turn.
 - 2. A vote to concede the game to player/players passes.
 - 3. A vote to draw the game among remaining players passes.
- B. A request for a vote must be made in writing, and will be published with the following issue's game results. Players will send their votes with their orders. A non-vote will not count either way. If **all** voting players unanimously vote in favor of the concession/draw then the game will end appropriately. The results of the vote, either way, will be announced in the next issue of The Diplomacy Tribune.

Note: A Non-Vote **does not** count, only votes received count.

VII. Game-Fees

- A. Game-Fees act as a deterrent to players dropping-out as well as covering the cost of possible extra mailings.
- B. Players that finish their game or are eliminated will be refunded their game-fee in the form of a subscription extension.
- C. Any player that was replaced by a standby because of NMRing out of his/her game is not eligible to a game-fee refund extension. [See HR VI.]

1990

The Diplomacy Tribune

January

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February

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August

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26	27	28	29	30	31	

September

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October

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November

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December

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PERESTROIKA DIP (AKA Investment Dip)

By Lawrence Cronin

Yes indeed, inspired by a need to restrain the relentless bloodthirsty ravaging encouraged in our world of regular diplomacy, a variant has been developed which may put curbs on this. Ahah, you Vietnam era folks say, finally DOVE DIP! Perhaps - but this game has a profit motive, something for folks of the 80's. Do I hear someone groaning "YUPPIE DIP"? Well economics and ambition certainly plays a part, but the key feature is more cautious militarism. PROSPERITY is a goal, a necessary ingredient to attain prosperity being PEACE.

In honor of that New Wave politician of the east, GORBY DIP occurred to me. Followers of George Bush may prefer the name WIMP DIP, while those of a past era may smell CHAMBERLAIN DIP. Overall I hope we have a game that is both exciting and enlightening as a reflection of the latest in world politics. And now I hear John and Yoko singing "Oh we are saved, just give peace a chance..." Admittedly an economic variant, allow me to introduce a kinder and gentler dip - PERESTROIKA DIP.

We use the SAME BOARD, TACTICS, NATIONS, PROVINCES, SUPPLY CENTERS, and NUMBER OF PLAYERS. The only rule changes are below:

INNOVATIONS involve an ECONOMY and INFRASTRUCTURE. "BUILDING BLOCKS" are added to represent the infrastructure which in turn generates the economy. Each SUPPLY CENTER in 1900 has FOUR BLOCKS. These blocks each generate a value of ONE POINT EACH per year or four points per supply center initially. A nation's POINTS are totaled each year yielding a NATIONAL BUDGET. The budget can be SPENT each year on buying or maintaining fleets and armies (which cost four points each), OR it can be RE-INVESTED, i.e. used to purchase more building blocks (which also cost FOUR POINTS each) in any of the nation's supply centers. Points not spent can be put in a TREASURY (described below.)

NOTE: The investment scheme which underlies this is one that yields 25% on investments (blocks) per year.

STARTING UNITS: 1900 starts without any armies or fleets, but each supply center yields 4 points each and players decide how they want to spend it in Winter 1900. This version reflects the reality that some nations never had fleets and some did not have to militarize. Winter '00 and '01 are separate seasons.

PLAY otherwise begins as usual. In the fall of each year ONE POINT is earned for each building block in each supply center possessed. The number of blocks occupying any given supply center are signified by a number after each center's name, e.g. LPL-5, etc. The sum total is the national budget. For example if in Fall 1905 England owns the following centers with their respective BLOCKS: LPL-10, LON-5, EDI-7, DEN-3, NOR-5, BEL-1, then the budget is 31 points, which could purchase up to 7 new building blocks or maintain (or add) up to 7 armies and fleets (total= 28 points) and still leave three points to add to the TREASURY. Points in the treasury are added to the national budget the following year.

To repeat, each army and fleet costs FOUR POINTS per year. POINTS not spent on military can be used to purchase BLOCKS (for FOUR POINTS each) in any of the supply centers a player possesses. Those points not spent are put in the TREASURY.

THE TREASURY can hold points indefinitely and resembles liquid assets. The blocks reflect non-liquid investments. The liquid assets may also be loaned or given to other nations at any time. Repayment is as reliable as the word of other players.

THE TRANSFER OF POINTS from one player to another is accomplished by simply telling the gamesmaster that such and such is given to so and so, and may be done at any time. These may be gifts or loans. The gamesmaster publishes the amounts transferred each season along with the moves.

OVERSPENDING is not allowed. If orders involve overspending the orders written first are executed, while those beyond budgetary means are ignored. Thus the order of moves may be important.

NEUTRAL SUPPLY CENTERS put their income back into themselves as building blocks with extra points going in the national treasury.

THE RUBBLE RULE addresses the conquering of supply centers in battles. All warfare follows the usual dip rules. When a supply center is taken by another power without opposition by simply moving a unit in, the number of blocks remain the same. But when it is taken in a battle it suffers economically. Only ONE HALF THE NUMBER OF BLOCKS which were present remain (odd number rounded up.) This is called the RUBBLE RULE. This applies only when a supply center is taken by force, overpowering another power, i.e. there was resistance of any type.

National treasuries are NOT subject to the rubble rule. The treasury is located in the capital unless moved to another supply center. It is moved by simply telling the gamesmaster and costs one point to do so.

DISBANDING: To encourage peace and reflect reality, fleets and armies may be brought home at any time and DISBANDED in home supply centers only. This allows income to be spent elsewhere.

THE GOAL OF THE GAME is for a nation to dominate Europe, of course. This is determined by having a budget equal to one half or more of all Europe's combined budgets.

GO FOR IT!!!!!!!